```
Radar::Display
   + ~Display()
   + Draw()
   + OnDockEnd()
   + OnJumpBegin()
   + OnJumpEnd()
   + OnPauseBegin()
   + OnPauseEnd()
Radar::DualDisplayBase
# leftRadar
# rightRadar
# isPaused
# randomEngine
# randomDistribution
# randomGenerator
+ DualDisplayBase()
+ OnPauseBegin()
+ OnPauseEnd()
# Jitter()
# Jitter()
  Radar::PlaneDisplay
 # finalCameraAngle
 # currentCameraAngle
 # xrotation
 # yrotation
 # zrotation
 # groundPlane
 # radarTime
 # animation
 # lastAnimationTime
 # nothingSequence
 # bounceSequence
 # cosineSequence
 + PlaneDisplay()
 + Draw()
 + OnDockEnd()
 + OnJumpEnd()
 # DrawGround()
 # DrawNear()
 # DrawDistant()
 # DrawTrack()
 # DrawTarget()
 # DrawTargetMarker()
 # Animate()
 # PrepareAnimation()
 # CalculateRotation()
 # Projection()
```